

2017 Wiffle Ball Tournament UCP of Central California Official Rules



Levels and Divisions: There will be two levels of play for this tournament, a Pro Level and a Spring Training Level. The field dimensions for each division will be the same and the hitting and fielding will be the same. However, pitching and obtaining outs will differ. We will also have divisions for the adults 18 and over, both men and woman, a division for 13-17 years old and for 12 years old and younger. The division will be determined by the oldest kid or adult on the roster.

Bats: The bat shall be the official wiffle® ball bat provided by the tournament committee. Yellow Wiffle® bats are the only bat allowed.

Balls: The ball shall be a Wiffle® ball produced by Wiffle Inc. The balls will be provided for the tournament. Balls with a crack or split of greater than 1/4 inch will not be allowed for use in an official game. Balls that are out of round, lopsided or softened from being left in the sun are also not allowed. The batter may remove any ball he or his team deem unfit in accordance with this ruling from play at any time.

Uniforms: They are not required. However, there will be awards to the best dressed team and/or creative team.

The Playing Field: The field shall be laid out according to the instructions below and supplemented by Field Diagram. Each field will have a designated single, double and triple area. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be no less than 85 feet, 85 feet to no more than 100 feet along the foul lines, and no less than 100 feet to no more than 130 feet to center field. The pitcher's mound will be 40 feet from the back tip of home plate for the Pro-Level and 25 feet for the Spring Training level.

Official Games: A regulation game is five (5) innings, with three (3) outs per half Inning or 30 minutes in duration. The final inning must start prior to the 30 minute time limit. If the inning has started prior to the 30 minutes the inning will be completed.

Game Preliminaries: Both teams shall be made aware of any rules that are specific to the field. Lineups and starting pitchers shall be recorded on the score sheet or reported to the official scorer if applicable. Balls shall not be returned to a pitcher during an AT BAT. No person shall be allowed on the playing field during a game other than players and designated officials. A team that is more than 5 minutes late will be forced to forfeit their game.

Umpiring: Teams will umpire their own games. Captains will settle all disputes over calls. Tournament officials will not rule on judgment calls. The home team will be decided by a coin toss.

The Line-Up: A team must have a minimum of three players to start each game. A pitcher and two (2) fielders. They may have from three (3) to five (5) players in their batting line-up and rotate the players into the field. The line-up at the start of the game may not change during the game unless, the player is injured and cannot play for the rest of the game. Pitching and fielding substitutions are unlimited. Switching pitchers or fielders must be done in a timely manner as not to delay the game. The Player must leave the field for any personal reasons. If the Player arrives late and there is four (4) or less batters in his team's line up he can be added to the last spot in the lineup. A Player that leaves the field at any time during his game in a process other than a legal substitution may not return to the game, either in the field or in the line-up.

Batting – Pro-Level: The rules of play are similar to baseball, however there is no base running. Five (5) balls will be a walk. A ball is any pitch that is not swung at that does not hit the strike zone. Three (3) strikes will be an out. A strike is any pitch that is swung at and missed, batted into foul territory or any pitch that hits the strike zone. A batter will have unlimited fouls, but will be called out if with two strikes the batter foul tips the ball and it hits the strike zone. Any batted ball that does not pass pitcher will be considered a foul ball. A batter hit in the hands, arms or legs while crowding the plate or blocking the strike zone will be given a strike. If this occurs again in the same game, the player will be called out, and the pitcher will be given a strikeout. A batter that hits the strike zone on their swing will be given a strike. A batter hit in the face (not the head) by a pitch will be given a base/walk.

Batting – Spring Training Level: The rules of play are similar to baseball, however there is no base running. Each batter will receive a maximum of 5 pitches. No walks. Three (3) strikes will be an out and if you foul off the 5th pitch it will also be considered and out.

Getting a Hit:

Home Run - Any batted ball that goes over the outfield fence between the foul poles will be a home run. If the ball hits the fence or a player and then goes over the fence, it is a home run.

Triple (zone – 90 feet) - Any batted ball that crosses the triple line and or hits the outfield fence without touching the ground will be a triple. If the ball hits a player, then hits the outfield fence without touching the ground it is a triple.

Double (zone – 70 feet) - Any batted ball that crosses the Double line and does not make it to the fence is considered a double. Also, any batted ball in fair territory that rolls or bounces hitting the outfield fence or going past the outfield fence will be a double. All runners on base will advance two bases.

Single (zone – 40 feet) - Any batted ball in fair territory that passes the single line, but does not reach the fence will be a single. All runners on base will advance one base. Any fielding error made by the pitcher that does not touch the outfield fence in fair territory will be a single.

A double with two (2) outs will clear the bases, all base runners will score. If the batter swings at a pitch and hits the ball with his hands or wrists it will be treated exactly as if the ball was hit by the bat.

SCORING: The baseball rules of scoring apply. Single markers are placed approximately 30 feet from home plate on the foul line. A ball hit in the single area (i.e. the area between batter's box and single markers and not caught, constitutes a single. Double markers are placed 30 feet behind the single markers on the foul line. A ball hit in the double area (between the single marker and the double marker) and not caught constitutes a double. Triple markers are placed on foul lines 25 feet back of the double markers. Balls hit in the triple area (between the double markers and triple markers) and not caught, constitute a triple.

Example: A player hits a single – his/her team has a man on first base (imaginary runners). The next player hits a single – the team now has a man at first and second. Third batter hits a home run – three runs score! (The imaginary runners on first and second, plus the home run.) A batter earns 1 imaginary base on a single, 2 imaginary bases on a double and 3 imaginary bases on a triple.

A runner on 1st advances one base on a single, 2 bases on a double and scores on a triple

A runner on 2nd base scores on a single, double, or triple.

A runner on 3rd base scores on any hit.

Tie Game: In the event of a tie after five (5) innings of play, a sixth inning will be played to determine a winner. Each team will bat three players and the total number of bases will determine the winner. If it remains a tie, this will be repeated.

Championship Round Games: In the event of a tie after five (5) innings the game will continue into extra innings until there is a winner.

Mercy Rule: No Mercy rule – Game will be played to the maximum of 30 minutes regardless of score.

Pitching: Pro Level

The mound will be 40 feet. To record a strike the thrown ball must hit the strike zone. A 24-inch-wide by 28-inch-tall strike zone shall be placed three (3) feet behind the back tip of home plate. The strike zone shall be 13 inches off the ground. Five balls constitute a walk and three strikes is an out.

The ball maybe thrown at any speed including throwing the ball overhand or underhand. If a player is hit by a pitched ball it is considered a ball. There are no balks.

Pitching – Spring Training Level: The mound will be 25 feet. Each team will pitch to its own batters. There will be no balls, walks or called strikes. Each batter will receive a maximum of 5 pitches. Batters may strike out swinging (on a third strike) or by fouling off or missing the 5th pitch. Batters may choose not to swing at any pitch. If they do not swing at the 5th pitch then they are out. Hit batters will not advance. One-handed batting will not be allowed for non-ADA players. No sidearm pitching will be allowed. No balks.

Recording an Out:

Pro Level and Spring Training Level:

All fly balls caught by the pitcher or fielder(s). A ground ball that is fielded by the pitcher prior to the ball getting to the single line. The pitcher may bobble the ball but must maintain control of the ball. If the ball comes to rest prior to the pitcher fielding the ball in front of the singles line, this is a foul ball. Where there is a force, the lead-runner is always out. Unforced runners do not advance.

Spring Training Level:

The batter can strike out only if he/she swings at a pitched ball and does not foul tip the third strike or foul tips the 5th ball. Foul tips count as a strike for the first two strikes only. Fly balls caught in fair or foul territory. Ground balls caught while the ball is in motion, in fair territory prior to the singles line. Bunting is not allowed and the batter cannot obtain a base on balls.

Sportsmanship: All teams engaging in any behavior that the tournament director deems to be “unsportsmanlike conduct” will be removed from the tournament immediately at the Director’s discretion. Because of the confined nature of the game and unique umpiring setup, fans and players watching games must refrain from commenting on calls. Failure to comply will result in a team, and or a fan’s removal from the facility. Each Coach is responsible for monitoring player and fan behavior. If that monitoring becomes difficult, the coach shall seek the assistance of a tournament official.



Wiffle Ball Tournament

Diagram #1 - Field Diagram

Rules available:

www.ucpcc.org/wiffle-ball-rules

